

(2517) (cover\$4 or match\$4) near10 ((all or entire) near10 (block\$1 or space\$1 or matrix))
Q) (bingo and (matrix or matrix or space\$1)) and ((cover\$4 or match\$4) near10 ((all or entire)
(3197) ((sav\$4 or stor\$4) near10 (state\$1 or outcome\$1)) near15 (resum\$4 or retriev\$4 or co
(31) ((sav\$4 or stor\$4) near10 ((game near4 state\$1) or outcome\$1)) near15 (resum\$4 or retr
(85) ((sav\$4 or stor\$4) near10 (game near4 state\$1))
(11) ((sav\$4 or stor\$4) near10 (game near7 state\$1)) near15 (card\$1 or movable)
(18) resum\$4 and (((sav\$4 or stor\$4) near10 (game near4 state\$1)))
(412) ((game or state) near10 (stor\$4 or sav\$4)) near10 (continued or resume)

	D	I	Document ID	Issue Date	Pages	Title	Current OR	Current XRef	R
1	<input type="checkbox"/>	<input type="checkbox"/>	US 5935002 A	19990810	27	Computer-based system and method for playing a	463/19	273/143R ; 463/20	
2	<input type="checkbox"/>	<input type="checkbox"/>	US 5647798 A	19970715	10	Apparatus for playing bingo on a slot machine	463/19	273/138.2 ; 273/143R	
3	<input type="checkbox"/>	<input type="checkbox"/>	US 5482289 A	19960109	12	Method of playing a bingo game with progressive	273/269	273/274	

Active

- L1: (21628) (save\$1 or stor\$4) same (outcome\$1 or result\$1 or status or game) same (disk\$5 c
- L3: (17032) 1 and (detach\$4 or remov\$7 or carried or carry\$3)
- L5: (2310) 3 and game\$1
- L7: (475) 5 and 463/\$.ccls.
- L9: (468) 7 and (resum\$4 or play or use or machine\$1 or terminal\$1)
- L11: (68) 7 and resum\$4

 Failed

1

	U	I	Document ID	Issue Date	Pages	Title	Current OR	Current XRef
1	<input type="checkbox"/>	<input type="checkbox"/>	US 6231443 B1	20010515	27	Game apparatus and method of replaying game	463/32	
2	<input type="checkbox"/>	<input type="checkbox"/>	US 6224485 B1	20010501	9	High-score display system for a video game	463/30	463/1
3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	US 6213879 B1	20010410	130	Data transmission system and game system with game	463/36	341/50 ; 345/156
4	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	US 6203430 B1	20010320	24	Electronic amusement device and method for enhanced slot	463/20	273/143R ; 463/16
5	<input type="checkbox"/>	<input type="checkbox"/>	US 6165070 A	20001226	21	Video game slot machine program with output based on	463/20	273/143R ; 463/16
6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	US 6155926 A	20001205	85	Video game system and method with enhanced	463/32	
7	<input checked="" type="checkbox"/>	<input type="checkbox"/>	US 6147663 A	20001114	54	Electronic entertainment and communication system	345/2	345/1 ; 345/501
8	<input checked="" type="checkbox"/>	<input type="checkbox"/>	US 6139434 A	20001031	53	Three-dimensional image processing apparatus with	463/32	345/419
9	<input checked="" type="checkbox"/>	<input type="checkbox"/>	US 6139433 A	20001031	86	Video game system and method with enhanced	463/32	345/474 ; 463/31
10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	US 6113495 A	20000905	20	Electronic gaming system offering premium	463/42	463/16 ; 463/25
11	<input checked="" type="checkbox"/>	<input type="checkbox"/>	US 6077163 A	20000620	31	Gaming device for a flat rate play session and a	463/26	463/25

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